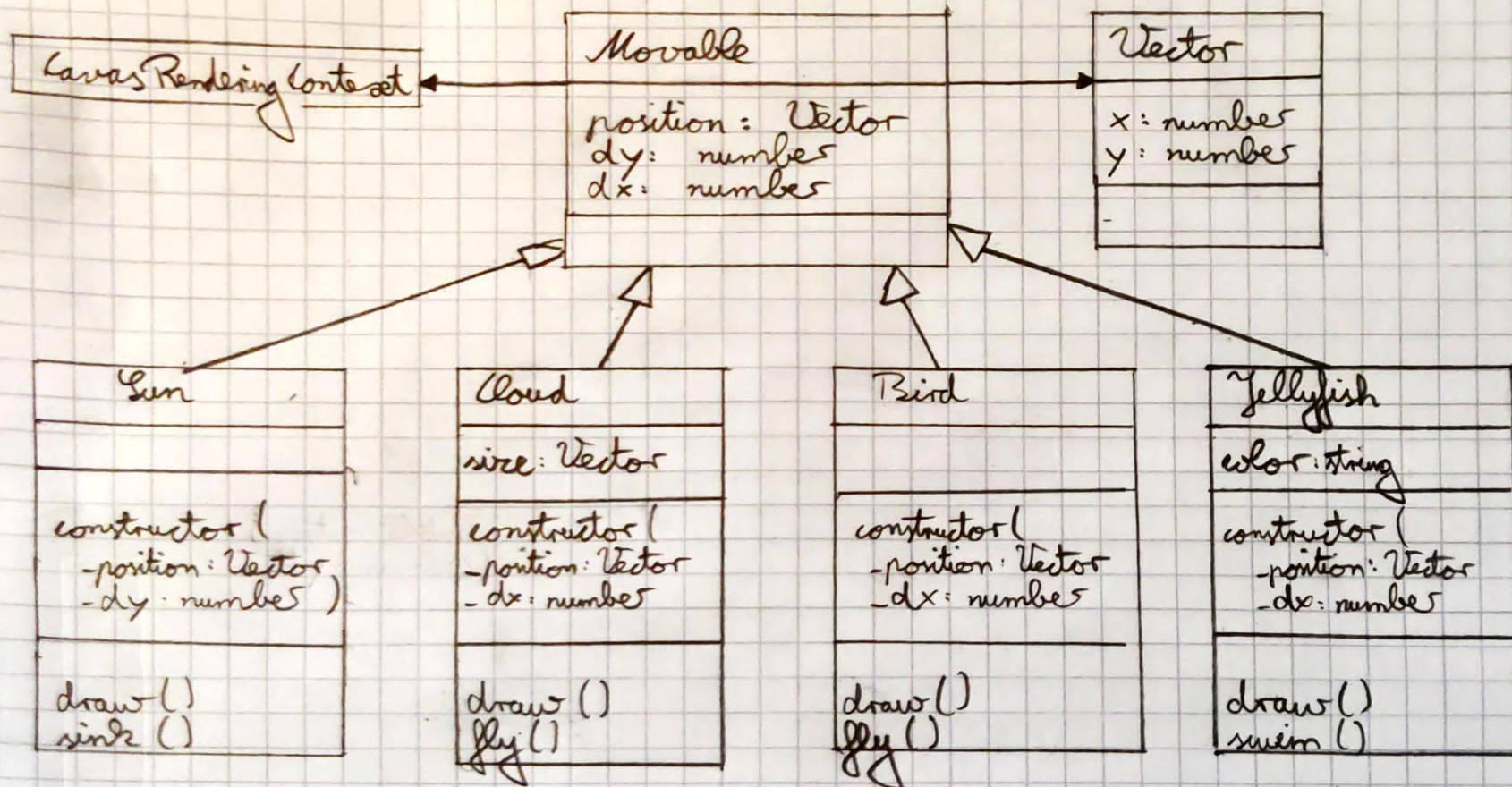
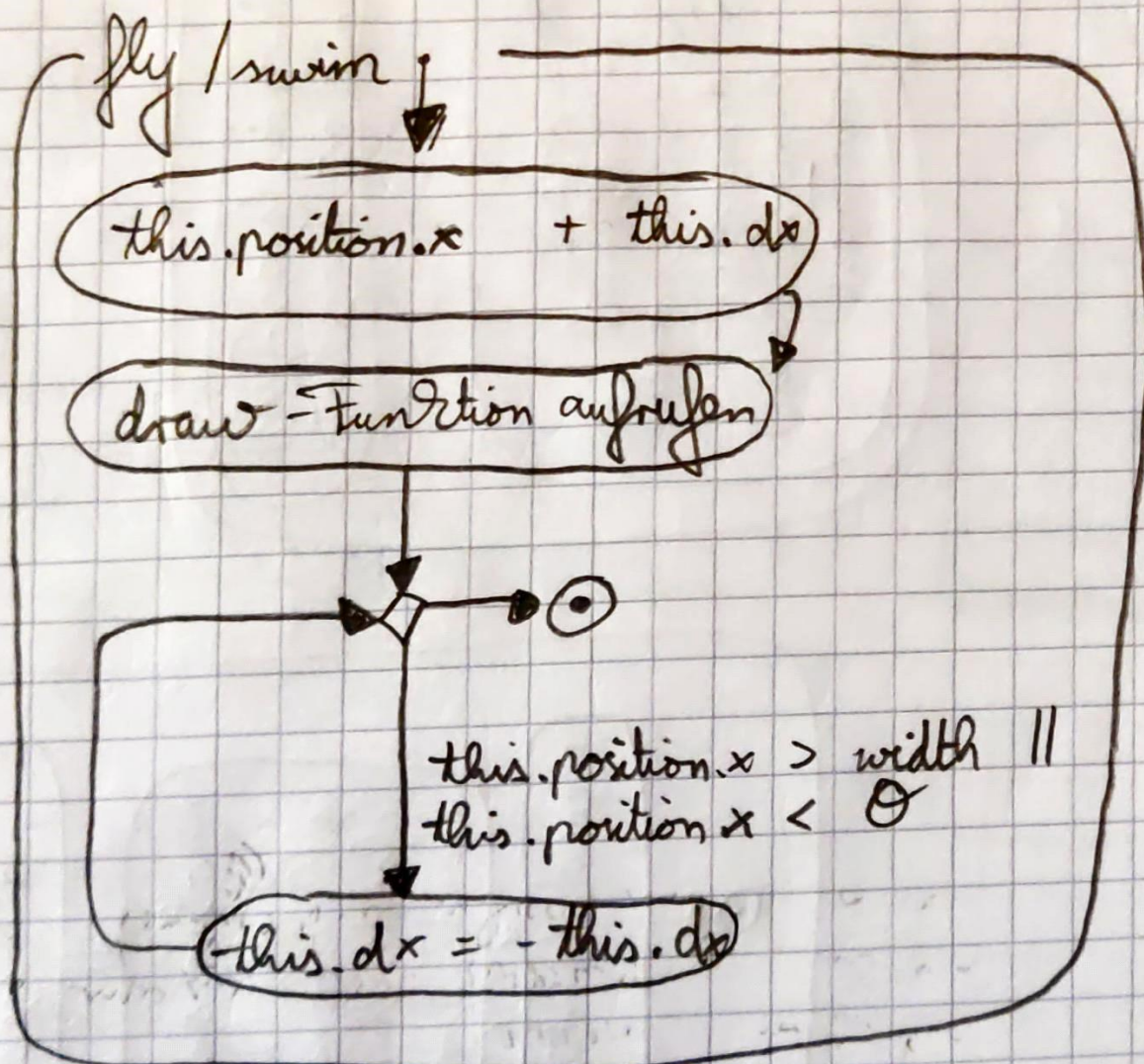
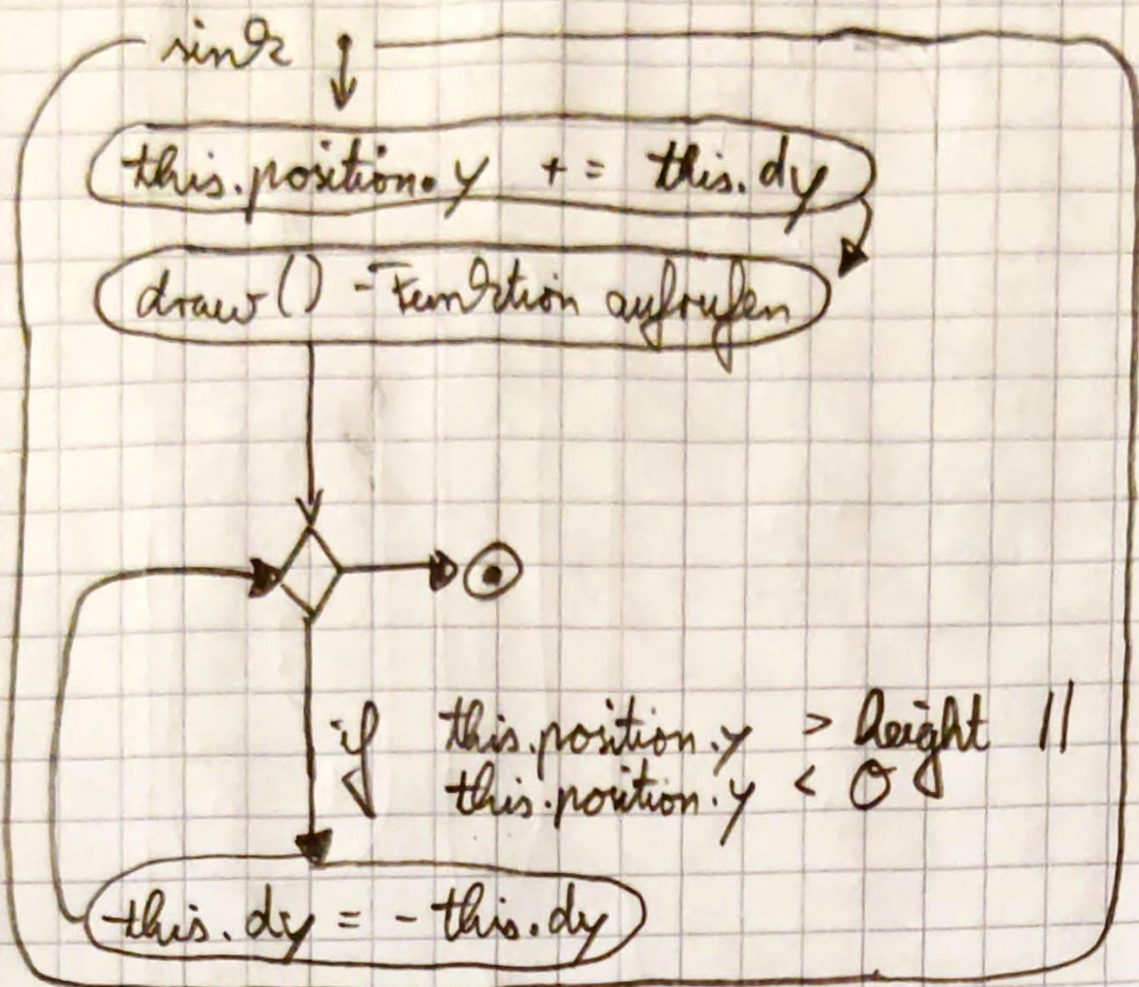
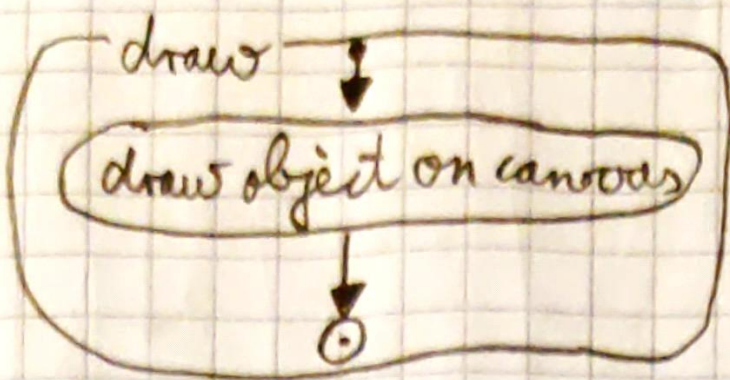


L10.2 Strand Polymorphic

Strand Class Diagram





Grand Main

namespace Grand Claves ↓

```
let golden: number = 0,62
let height: number;
let width: number;
let crc?: canvas *
```

window.addEventListener "load"

load

handleLoad #

click

handleClick #

handleClick

requestAnimationFrame (frame)

handleLoad _event Event

createCanvasElement

height = canvas.height
width = canvas.width

installiere Click - Listener
auf das Canvas
handleClick() #

erstelle Canvas - Element

Speichern des Canvas Bildes
mit get Image Data

Funktionsaufrufe
für den unbewegten Teil
des Bildes
drawBackground()
draw(Sea)
drawMountains()
drawTrees()

```
* let horizon: number = height * golden
let newSun: Sun = new Sun (-position: Vector)
let cloud1: Cloud = new Cloud (-position: Vector, -size: Vector)
let cloud2:
let boat: Boat = new Boat (-position: Vector)
let volcano: Volcano = new Volcano (-position: Vector, -min: number,
                                     -max: number, -colorlow: string, -colorhigh: string,
                                     -size: Vector)
let bird: Bird = new Bird (-position: Vector)
```

frame

put Image Data

```
newSun.sink()
bird.fly()
yellowfish.swim()
cloud1.fly()
cloud2.fly()
```

requestAnimationFrame (frame)